```
WAL::Component
      # entity
      + operator=()
      + ~Component()
      + clone()
      + onStart()
      + onStop()
      # Component()
      # Component()
BBM::WhiteShaderComponent
+ whiteValue
```

+ balance + clock + clone() + WhiteShaderComponent() + WhiteShaderComponent() + ~WhiteShaderComponent() + operator=()